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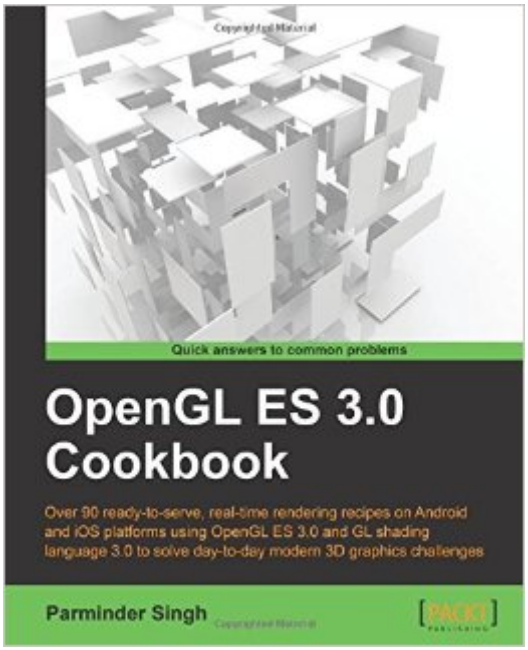
OpenGL ES 3.0 Cookbook



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Synopsis

Over 90 ready-to-serve, real-time rendering recipes on Android and iOS platforms using OpenGL ES 3.0 and GL shading language 3.0 to solve day-to-day modern 3D graphics challenges About This BookExplore exciting new features of OpenGL ES 3.0 on textures, geometry, shaders, buffer objects, frame buffers and a lot more using GLSL 3.0Master intermediate and advance cutting edge rendering techniques, including procedural shading, screen space technique and shadows with scene graphsA practical approach to build the font engine with multilingual support and learn exciting imaging processing and post process techniquesWho This Book Is ForIf you are new to OpenGL ES or have some experience in 3D graphics, then this book will be extremely helpful in raising your expertise level from a novice to professional. The book implements more than 90 recipes to solve everyday challenges, helping you transition from a beginner to a professional.What You Will Learn Learn the essentials and exciting new features of OpenGL ES 3.0 Discover the physics behind fundaments of light and material concepts with easy-to-follow examples Scratch the fragments with procedural shaders and learn how they work Master the basics of texturing, use compressed textures, and learn numerous mapping techniques Manage complex scenes with scene graphs and learn post-processing and image-processing techniques Build your font engine with multilingual support Master the working of recognized anti-aliasing techniques and implement FXAA and adaptive anti-aliasing In Detail"Write once, use anywhere" is truly the power behind OpenGL ES and has made it an embedded industry standard. The library provides cutting-edge, easy-to-use features to build a wide range of applications in the gaming, simulation, augmented-reality, image-processing, and geospatial domains.The book starts by providing you with all the necessary OpenGL ES 3.0 setup guidelines on iOS and Android platforms. You'll go on to master the fundamentals of modern 3D graphics, such as drawing APIs, transformations, buffer objects, the model-view-project analogy, and much more. The book goes on to deal with advanced topics and offers a wide range of recipes on the light shading, real-time rendering techniques with static and procedure textures to create stunning visualizations and runtime effects.

Book Information

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Customer Reviews

The source code for this book is really poorly written and not available outside of PacktPub. It does not compile and it looks like it was hastily written due to grammatical and syntactical errors. The examples in the book are descent but not very original. The code formatting in the pdf book is pretty squished. It feels like this entire book was put together in a rush and lacks any really reviews. I really wish this book would’ve have just used Java or Swift instead of writing everything in C++. The overhead of Java or Swift wouldn’t make a difference since this book is all about examples anyway and not performance.If you are looking to learn OpenGL I recommend the OpenGL 4 Cookbook by David Wolff instead.

Depends on what you’re looking for but the chapters are too short to be totally useful. If you’re completely new to OpenGL ES, try a book with more narrative. If you have intermediate to advanced experience then this probably won’t help

A filled cookbook with lots of examples and detailed descriptions.It starts of tackling mobile devices iOS and Android. From the canonical "Hello, World" to using Java Native Interface (JNI) on Android. Get right into shaders. Chapter 3 introduces what is new in ES3 and that is welcome for those coming in with experience. Chapter 4 is very short and it would have been nice to have a couple more recipes on working with meshes. Chapter 6 comes back to shaders and subsequent move into materials and post processing effects. A nice inclusion of font rendering. The latter chapters serve as good introductions but don’t expect deep dives into particle systems and shadows. It does a good job at presenting the recipes and letting the reader explore in more detail along with pointers of where to go next which sometimes is another recipe in the book. Overall it is a wealth of information and a good reference. I was pleased with the cookbook and overall I liked it.I personally really appreciate the inclusion of using Blender 3D and though it is not a Blender book, tutorial, or

introduction, I found it useful for a beginning level Blender user like myself. The author does show good pictures walking even the new to Blender user through those sections. This may not be true in all cases and many of the example images were definitely taken using Blender, but it works, and I am glad to see it show up.

I love how this cookbook is filled with many examples and illustrations. The examples are easy to follow and understand. Having learn OpenGL before (not OpenGL ES), this book allows me learn OpenGL ES 3.0 and at the same time refresh myself on the basic computer graphics concepts. Having previously only worked on PC, I find it especially helpful that the book teaches you to develop on Android and iOS, with step by step instructions on building on these platforms.

As other reviews have detailed this book covers other areas/topics which I was not expecting e.g. Blender but was actually welcome. What I was expecting was more shader related examples e.g. as with other Packt book for OpenGL ES4.0.Overall though I have enjoyed this book and is a good companion book to have with more 'reference' type books such as OpenGL ES3.0 Programming Guide especially if you are new to IOS OpenGL programming.

This book is very good for fresher to start the career in android with open gl.the good point is all the step graphically explained .most import point i liked shader are explained from bigning and go one by one level up so any one can understood concept of shader.

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